Campaign Quick Reference
(General Campaign Changes)

Dice: (3) Red Attack and (5) Green Defense dice are added

Skill Cards Level 6-10: Core Classes are in Heavenfall and other Classes are in their own expansion.

Hybrid Skills: Mind the Skill requirements, and these do not replace the requires skills.

Items: The Legengary Rarity is added. There are also 2 new item sets that you may add.

Town Phase: Enter the Town after each successful quest. See the phase details below.

Campaign Cards: Some Compaigns have cards that unlock through Achievements or Quest Rewards.

Companions: Attach to a Hero when unlocked. May be traded between Heroes.

Has **1 free action**, and Attached Hero may spend actions with the Companion.
Cannot Interact, Open Doors, Recover or carry items, unless otherwise stated.
They do not roll Darkness die, but any **gained XP goes to the controlling Hero**.
Targetted as a Hero, but they do not add Minions or increase RM Health.
They may be healed, but are **dead if they reach 0 Health** instead of being KO'ed.

Special Campaign Cards: Details on the card, may use tokens for number of uses per Quest.

INITIAL SETUP: Insert the Campaign Level Token into each dashboard (instead of the normal one).

Treasure Bag: Start the Campaign with 10 Common and 1 Rare (instead of 10 and 5)

New Decks: Level 6-10 (Mobs/Items/RM), Legendary Items and Campaign Deck.

Starting Items: First Quest only. Afterwards, max 7 items each may be brought into a quest.

Door Cards: Remove Treasure Trap, Learning, Blood Ritual, Light Chamber, Hell's army and Weapon Cache from the game.

1) CAMPAIGN PHASE: select the next Quest from the Campaign tree

2) QUEST PHASE (Changes): Start with full Health & Mana for their level. Freely trade but 7 items each.

Setup: Retain Level, Skills (may rearrange) and XP (reset XP to 0 if previous quest was lost).

Darkness Track: Draw 3 Treasure tokens from the bag and place on the Treasure spaces. When reached, draw from the corresponding treasure deck and select any recipient. Return the token to the bag. Remainders also return to the bag.

Loot Tokens: Place normally, and may be picked up normally as loot for Town phase. They are not replaced with treasure tokens when a room is revealed.

MOB Rewards: The ONLY reward is their carried weapon, not the printed Treasure.

RM Rewards: The ONLY reward is 1 Treasure Bag Draw, not the printed Treasure.

Chests: Regular = 1 Treasure token draw | Greater = 2 Treasure token draw

Forge: Discard for 1 MP to draw 1 card from the current Mob Item deck.

Winning a Quest: Read the Campaign Progression for the quest, and reap the rewards.

Side Quests: Claim the reward if the Quest was won and the side quest was completed.

Losing a Quest: Lose if you haven't win by the 4th round on the back of the Darkness Track.

a) Skip Town phase, begin Campaign phase (select same or another quest if available).
b) Lose all XP and loot tokens (but retain levels) and discard down to 7 items each.
c) Losing the same Quest 3 times is a Campaign failure, and it must be restarted.

3) TOWN PHASE: Players may freely trade. Check if any Campaign Achievements were completed.

Pool excess items & loot tokens. The Town dashboard has detailed costs and exchange rates.
Each player may only interact with Gambling Alley only once per Town Phase.

Campaign Specifics (with Achievement Checklists)

Prologue Campaign (MD Upgrade Pack)

8 Quests | 1 Alternate path of 2 Quests | 28 Campaign Cards

Mob Decks: Add at least - 8 from MD2 & 6 from MD

Roaming Monster Decks: Add at least - 4 from MD2 & 9 from MD (including agents)

Achievements (Massive Darkness Upgrade Pack - page 2)

Complete 3 Side Quests [ ] [ ] [ ] : Draw Campaign Card 5

Interact with the Inventor Area: Draw Campaign Card 6

During Town Phase: Discard 5 unique Potion names at once: Draw Campaign Card 7

Kill an Agent Roaming Monster: Draw Campaign Card 8

Lose the Same Quest 2 times [ ] [ ] : Draw Campaign Card 9 (completed in Quest Phase)

Crystal & Lava Campaign (MD Upgrade Pack)

5 Quests | 1 Alternate Starting Quest | 2 Campaign Cards

Remove RM Lyidan from all RM decks. His ability does not work as intended with these tiles.

Crystal Zones: A Hero ending it's turn here rolls [Blue] |1🛡= Heal 1|2🛡= 2 Wounds & 1❄|

Lava Zones: A Hero ending it's turn here takes 1🔥

Campaign Treasure Bag: 10 Common and 3 Rare

Achievements (Massive Darkness Upgrade Pack - page 18)

Lose the Same Quest 2 times in a row [ ] [ ] : Gain a Lightbringer token (for the Campaign)

Heavenfall Campaign (Heavenfall Expansion)

8 Quests | 6 Alternate Quests | 30 Campaign Cards

Achievements (Heavenfall - page 8)

Complete 3 Side Quests [ ] [ ] [ ] : Draw Campaign Card 1

Interact at the Gambling Alley in 4 Phases [ ] [ ] [ ] [ ] : Draw Campaign Card 3

During Town Phase: Discard 5 unique Potion names at once: Draw Campaign Card 4

Obtain the Greater Power of the Darkbringer Set (4+ parts): That Hero gains Campaign Card 5

Obtain the Greater Power of the Hellfire Set (4+ parts): That Hero gains Campaign Card 6

Lose the Same Quest 2 times [ ] [ ] : Draw Campaign Card 7 (completed in Quest Phase)

Hidden Achievement: Win Quest H to learn how to complete: Draw Campaign Card 2

Rainbow Crossing Campaign (Rainbow Crossing Expansion)

4 Quests | 0 Alternate Quests | 0 Campaign Cards

Fluffy Aura Deck: For each Mob spawn, draw a Fluffy Aura & place it under the Mob.

Auras buff the Mob and grant the reward by Killing it's leader.

Campaign Mode: remove (2ea) |Sunny|Appealing|Lucky|Speedy|Brainy|

Add (2ea) at |L1 Trusty|L2 Feisty|L3 Blooming|L4 Deligtful|L5 Clever|

|L6 Shy|L7 Pwetty|L8 Gorgeous|L9 Ripped|L10 Big Bad|

Quest Mode: remove 20 cards w/Candy Cane icon.

Achievements (Rainbow Crossing - page 3)

Lose the Same Quest 2 times [ ] [ ] : Gain a Lightbringer token (for the Campaign)